

Project:

I have six WoW inspired characters I want drawn which will serve as the base for future projects. As such, I'm going to be somewhat picky about details, and would prefer a digital artist that can fix my small gripes with minimal difficulty.

Characters

Concept images below along with adjustments that I want you to make, the most obvious one being I want you to draw them in your own style. Some of the concepts are closer than others to what I'm looking for, and might need a bit of back and forth to hammer out details, so run the basic outlines by me before getting too much into the weeds.

Directions aren't meant to be set in stone, if you try something I say and it looks really weird feel free to adjust it in such a way you think looks better.

Several of these characters are wielding weapons and sample pictures included. These sample pictures are generally more elaborate/detailed than what I need from you, I'm more interested in the character details.

1.



Height: (If relevant) 6'5 when standing at full height

Notes: Standing upright rather than hunched over, with a relaxed posture. Ponytail going down back rather than horizontal. Vest should be refined on the bottom rather than torn, close cleanly over the stomach, sleeves should not reach past shoulders. Vest should be a darker color, I think a darker brown than the leggings. Pants are a good color, but extend all the way to his feet. Should be wearing some type of hiking/hunting boots that go up to his ankle.

Carrying a bow (see below) in his right hand, left hand resting on his waist. Hands should be more like human hands than the weird club fingers. Expression should be less monster, lips closed, and more human, cool, calculating, stern. Grey eyes (Maybe slightly larger than in this model) Tusks are not so large as in this picture, reaching up to around the eyes. Sideburns I'm not sure about either, maybe trim them a bit if that doesn't look weird. Ears should be smaller, potentially not visible at all if that looks better to you.



Something like this, maybe a little more sci-fi/futuristic if you have an idea I'd be happy to see it. If not, just get rid of the center part (circled in red), and call it a day.

2.



Height: (If relevant) 5'10 when semi-slumped over as in this pose (which he should be drawn in).

Notes: Vest should be refined on the bottom rather than torn, close cleanly over the stomach, sleeves should not reach past shoulders. Vest and pants should both be black, but not glossy or too clean. Pants extend all the way to his feet. Should be wearing some type of hiking/hunting boots that go up to his ankle.

Tattoos should be much more elaborate and cover much of his arms as well as some of his face. Pattern is up to you but keep the greyish blue skin and white ink. Tusks should be somewhat shorter, cut off at where I've indicated in red (Still sharp at the ends). Hands should be more like human hands than the weird club fingers.

Wielding two short, glistening swords. Right hand is crossed across chest, ready to take a back-handed swing, left arm somewhat farther back, as if he will follow up with a stab. Expression should be grinning, sly, bemused, having fun. Dark eyes (Maybe slightly larger than in this model). Ears should be smaller.

3. Minotaur character, with the facial color/armor/features of the left picture, dimensions/posture of the right picture



Height: (If relevant) 7'0 at the top of the head.

Notes: Vest should be somewhat dirty, straining to close over his massive frame. More like armor than clothing. Vest and pants should both be black. Pants extend all the way to his ankles, feet visible as hooves (left picture). Hooves should be a little smaller than the picture

shows.

Snout shouldn't be so pronounced (more like right picture). Greyish/blue skin is correct. Eyes dark, expression sneering, arrogant.

Standing upright, holding sword over right shoulder.



If you've played wow, yes it is just thunderfury without the lightning. That being said, hilt shorter, blades longer, it should be almost the same length in total as the character.

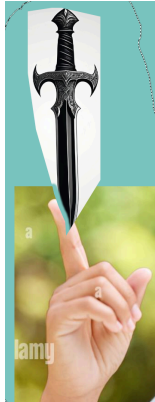
4.



Height: (If relevant) 5'10

Notes: Vest/leggings should be a bit more refined, less torn. Colors should be about as seen, maybe a little less muted. Wearing stylish, but plausibly functional boots. Ears should be smaller. Hair doesn't need the weird shaved section running alongside the mohawk.

Pose should be rested on one leg, balancing one dagger on a finger, point down (See below), left hand on her waist, second dagger sheathed at her hips. Expression glancing up at viewer, sly, confident, like she knows you can't beat her. Brown eyes.



Daggers should look a little more futuristic, almost sci-fi esque, I don't have an immediate idea in mind.

5.



Height: (If relevant) 5'5

Notes: Hair should be a bit more scarlet, eyebrows should be trimmed. Dress does not need to be so elaborate, I like the red tone but I don't really care for the gold/black parts. Honestly use your own discretion with this, I prefer simpler but not opposed to some tasteful decorations. There's a little too much midriff here as well. Dress should cover the feet. Pose should be hands clasped at her waist, expression calm, intrigued, thoughtful, smile polite, but not interested. Eyes are green, but should be more normal/human instead of headlights.

6.



Height: (If relevant) 5'4

Notes: Eyebrows trimmed as well. Model/hair are fine but the clothing should be much different. I want the blouse to be a lot simpler, show a bit more cleavage and midriff, and really be more like bleach white with sleeves that only cover her shoulders. Skirt should be cut off above the knees, white as well, maybe with a black belt (no buckle). Not sure if this will be too much white in practice, if you think of a good place to add some color I'm not opposed. Somewhat bustier than the other two female characters. Wearing plain working shoes. Stands facing reader,

expression nervous, arms folded beneath her chest, glancing at an angle to the side. Eyes are green, but should be more normal/human instead of headlights.